

Title: MUSIC REPRODUCTION SYSTEM, MUSIC EDITING SYSTEM, MUSIC EDITING
APPARATUS, MUSIC EDITING TERMINAL UNIT, MUSIC REPRODUCTION
TERMINAL UNIT, METHOD OF CONTROLLING A MUSIC EDITING APPARATUS,
AND PROGRAM FOR EXECUTING THE METHOD

Inventor: Kenji Ishida, et al.
Atty. Ref. No.: 2552-000055

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FIG. 1

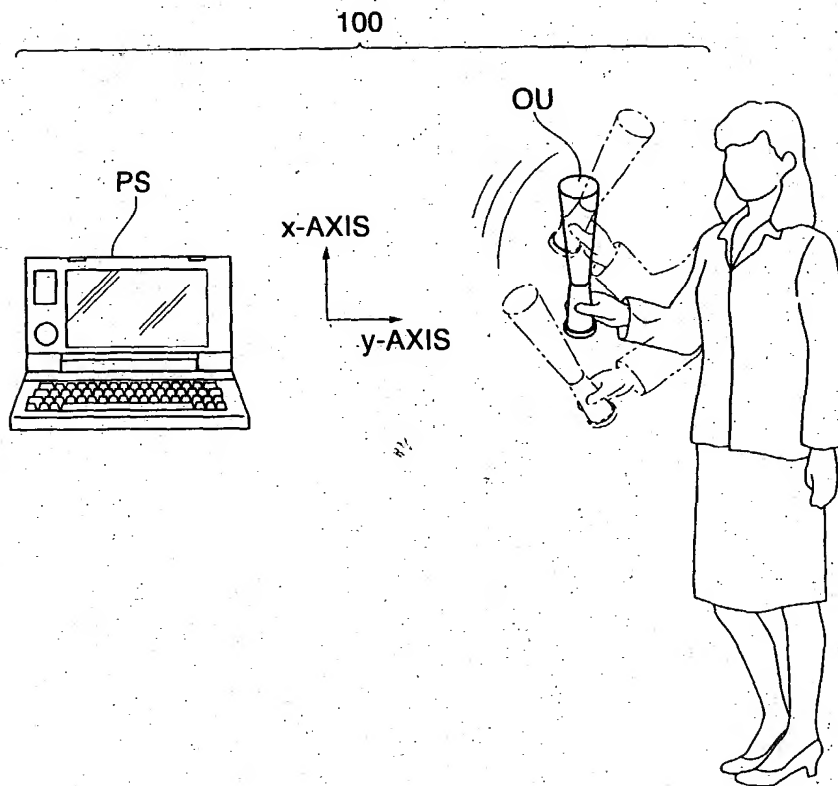
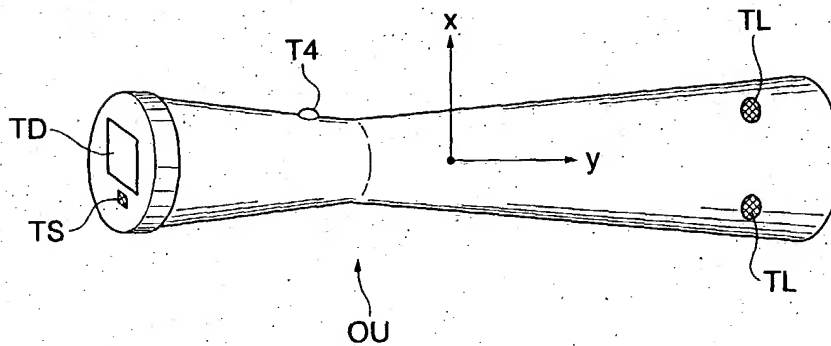
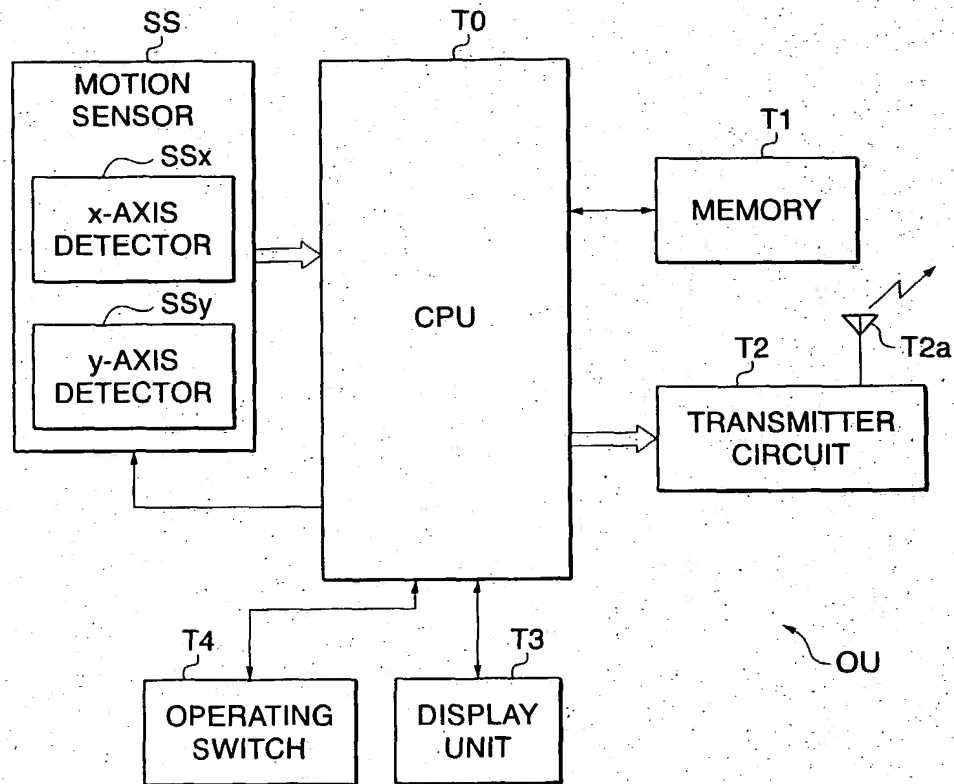


FIG. 2



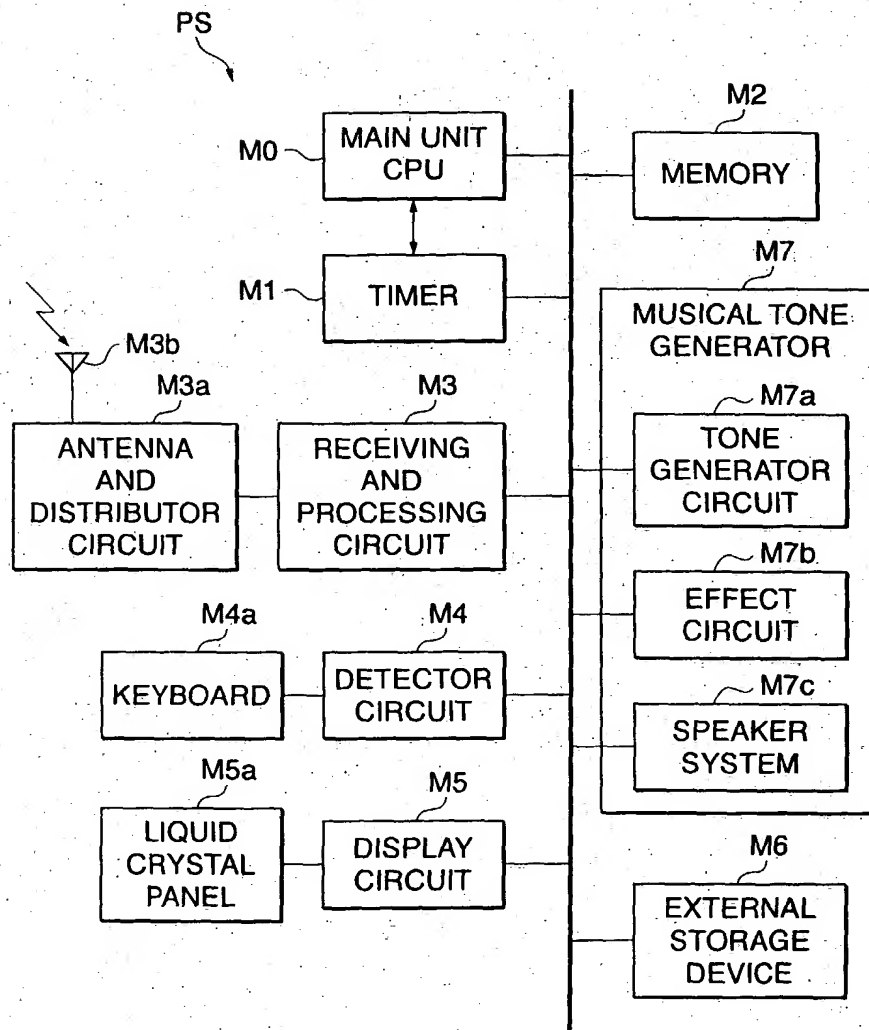
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FIG. 3



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FIG. 4



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FIG. 5

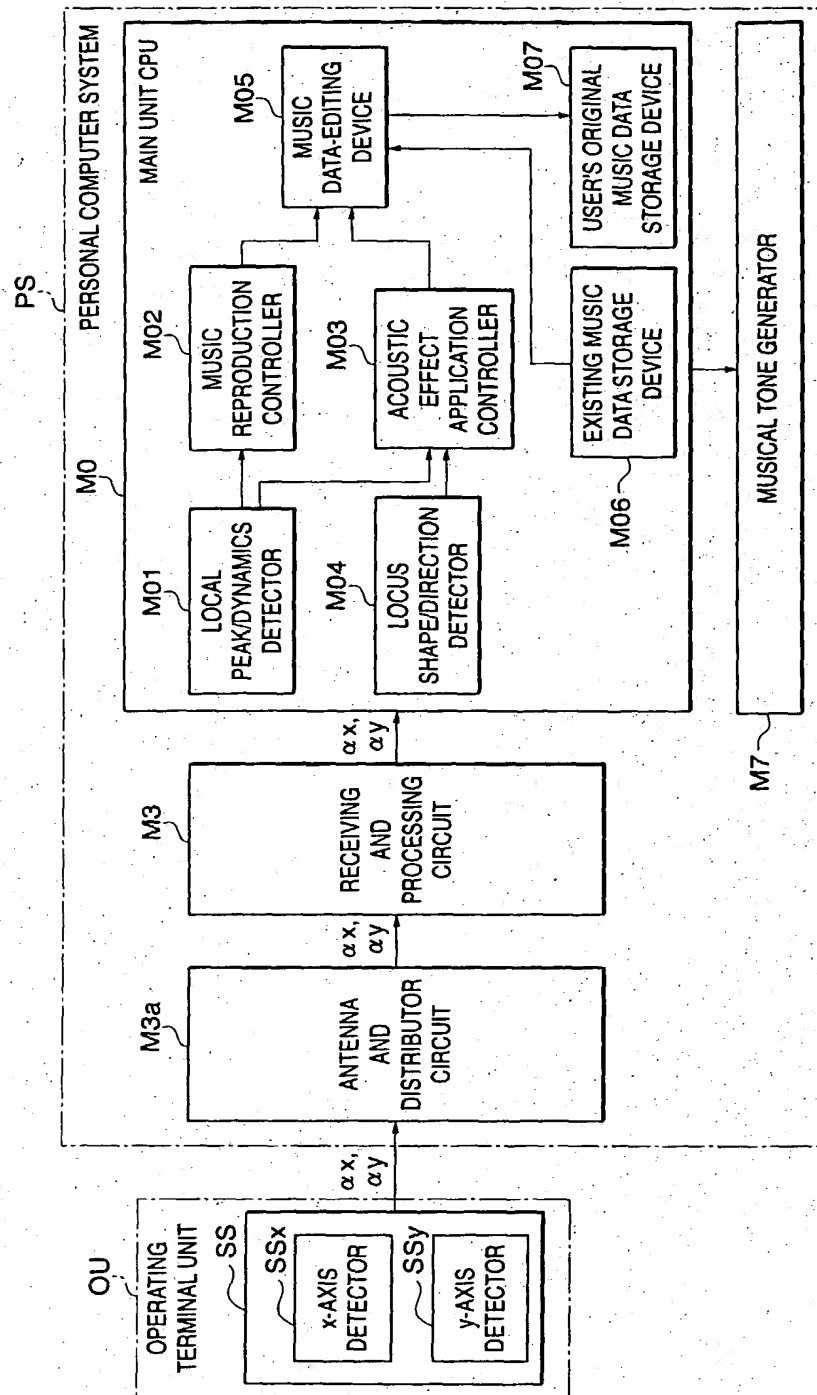


FIG. 6

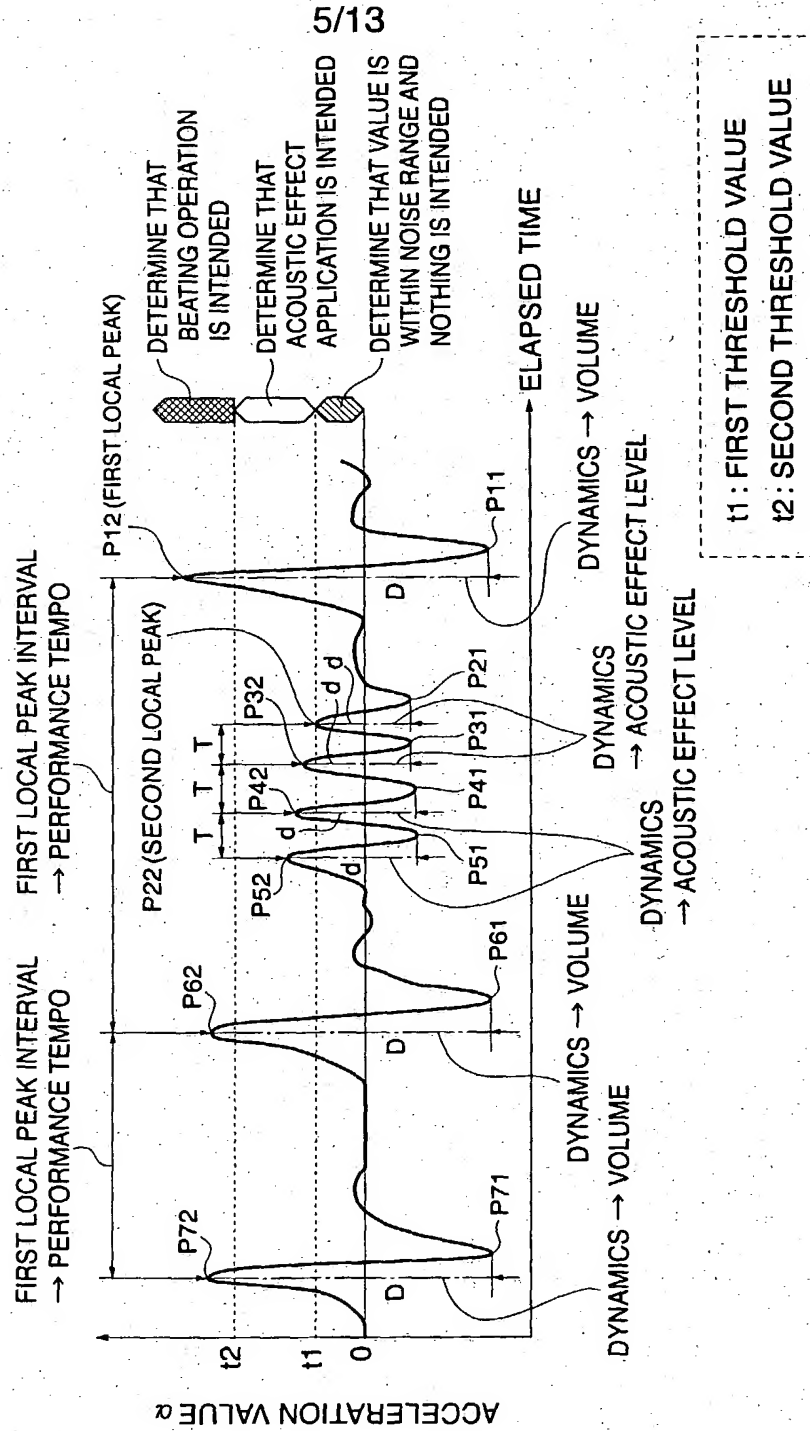


FIG. 7A

MOVEMENT OF OPERATING TERMINAL UNIT

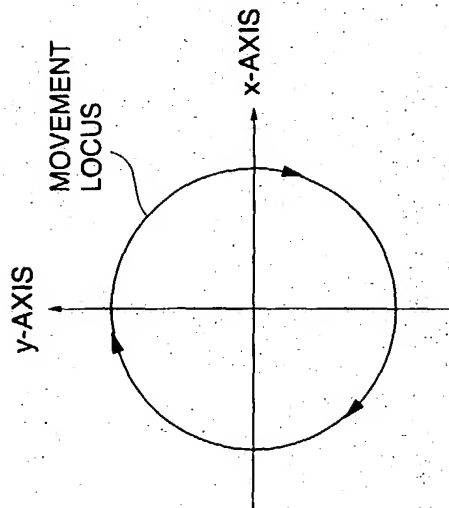


FIG. 7B

GENERATED MOVEMENT LOCUS INFORMATION

LOCUS SHAPE INFORMATION	= "CIRCULAR SHAPE"		

LOCUS DIRECTION INFORMATION	= "CLOCKWISE DIRECTION"		

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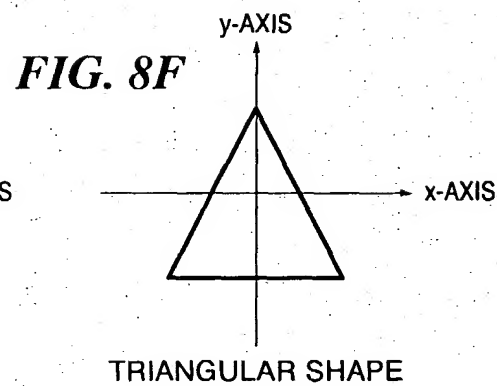
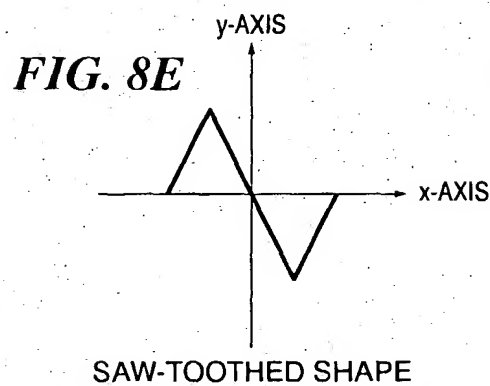
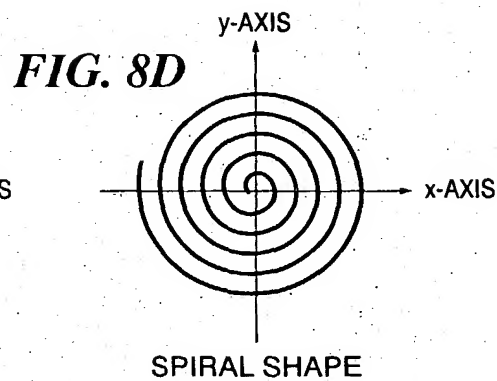
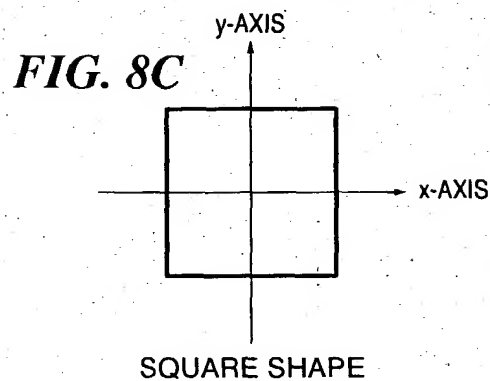
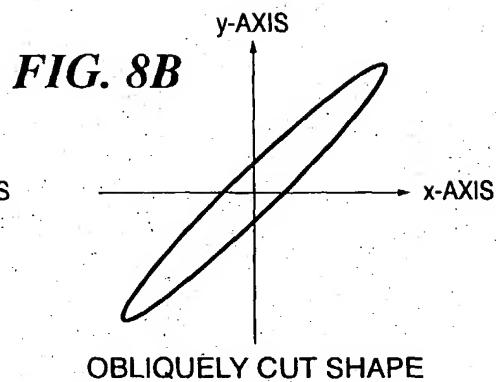
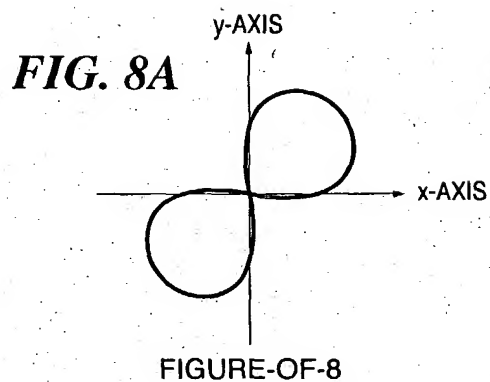


FIG. 9

<ACOUSTIC EFFECT ITEM DETERMINATION TABLE TA>

LOCUS SHAPE INFORMATION	LOCUS DIRECTION INFORMATION	ACOUSTIC EFFECT ITEM
CIRCULAR SHAPE	COUNTERCLOCKWISE DIRECTION	FIRST SOUND EFFECT
	CLOCKWISE DIRECTION	TONE EXTENSION
	TRANSVERSE DIRECTION	REVERBERATION
	HORIZONTAL DIRECTION	VIBRATO
∴	∴	∴
SQUARE SHAPE	COUNTERCLOCKWISE DIRECTION	CHORUS
	CLOCKWISE DIRECTION	FIRST SOUND EFFECT
∴	∴	∴

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FIG. 10

<ACOUSTIC EFFECT LEVEL DETERMINATION TABLE TB>

ACOUSTIC EFFECT ITEM	DYNAMICS VALUE	ACOUSTIC EFFECT LEVEL
TONE EXTENSION	a0 ~ a1	LEVEL 1
	a1 ~ a2	LEVEL 2
	a2 ~ a3	LEVEL 3
	⋮	⋮
FIRST SOUND EFFECT	b0 ~ b1	LEVEL 1
	b1 ~ b2	LEVEL 2
	b2 ~ b3	LEVEL 3
	⋮	⋮
REVERBERATION	c0 ~ c1	LEVEL 1
	c1 ~ c2	LEVEL 2
	c2 ~ c3	LEVEL 3
	⋮	⋮
VIBRATO	d0 ~ d1	LEVEL 1
	d1 ~ d2	LEVEL 2
	d2 ~ d3	LEVEL 3
	⋮	⋮
⋮	⋮	⋮

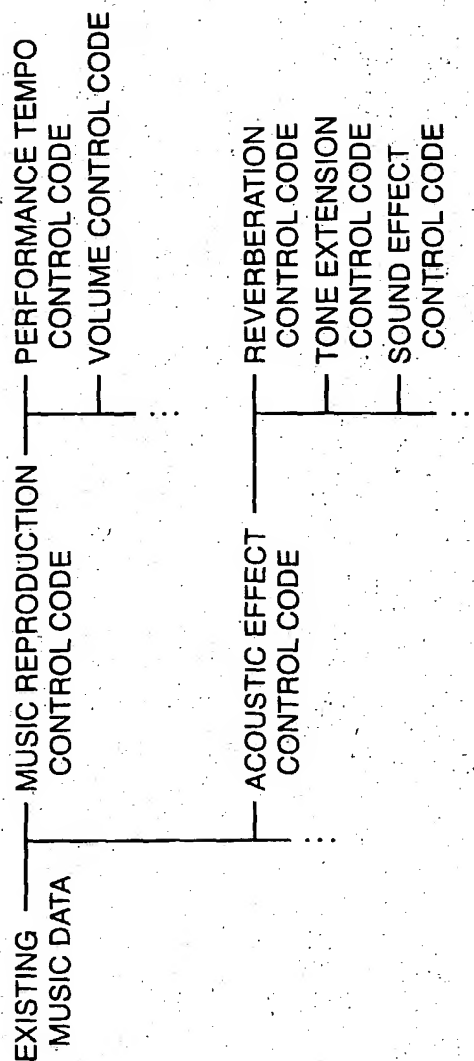
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FIG. 11



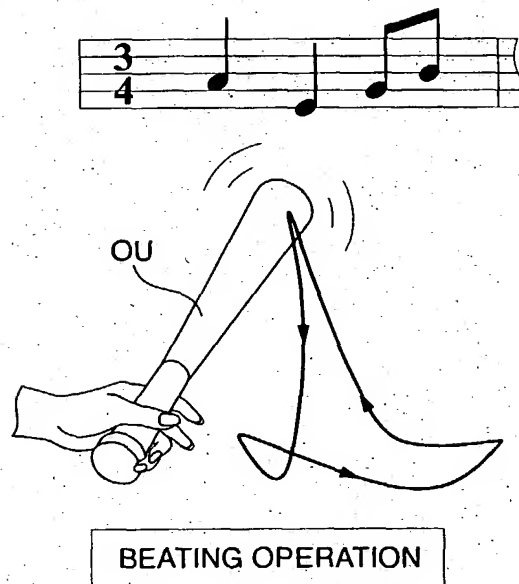
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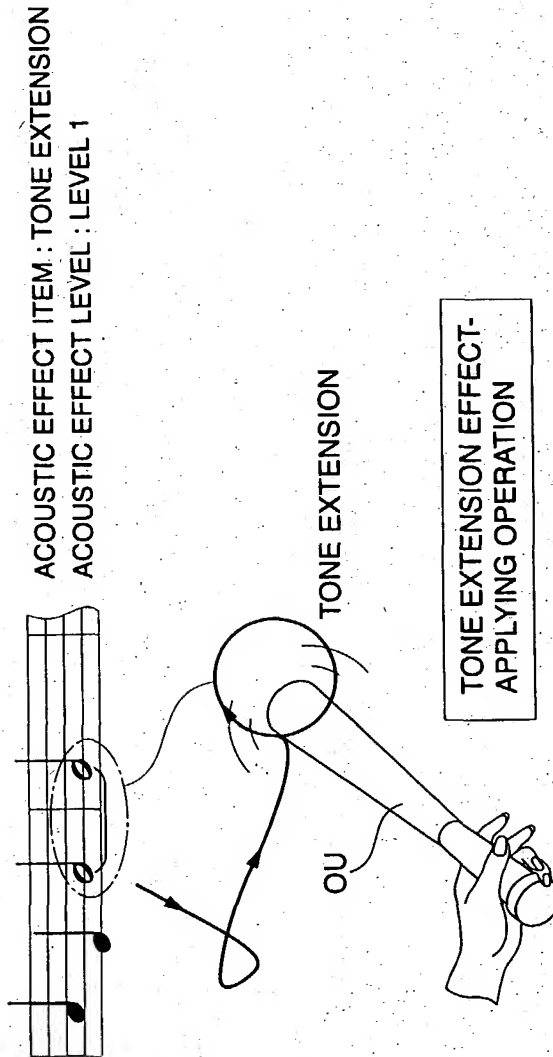
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FIG. 12



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FIG. 13



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FIG. 14

